

HCI

AND ITS

MASSIVE IMPACT IN REAL LIFE



Main Focus:

The Content mainly focus on the widespread global impact of HCI in terms of everyday context.

It explains in detailed phrases on how the contribution of HCI in terms of Internet of things have thoroughly shaped the world.

HCI's firm Idea :

We are firmly aware of the different kinds of user interaction which play a role while designing a product

User interaction being the topmost concern for the very root of HCI, the designers allow ample space to redefine the program to adapt to the user's compatibility.

Familiar with the main notions of designing a product we:

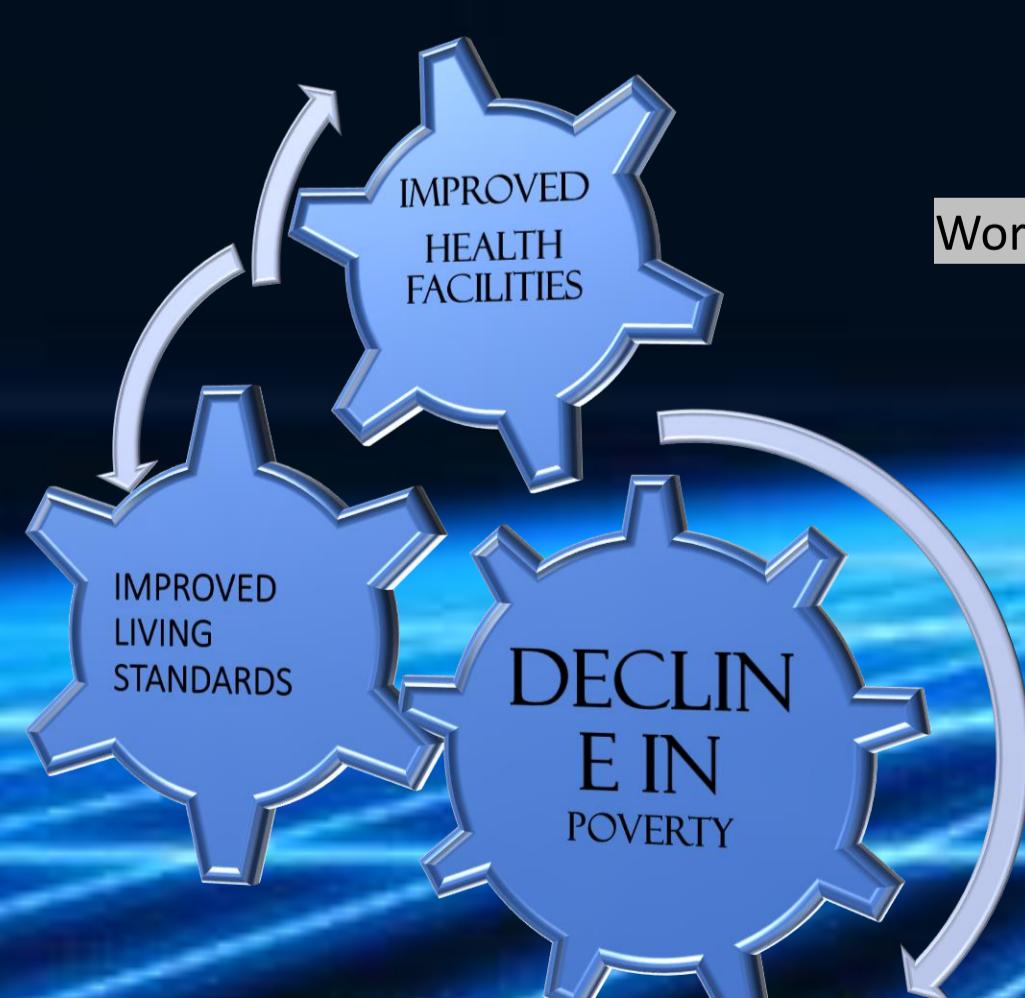
- Firstly we discover the user requirements
- Design alternatives
- Work on prototyping
- Then we process to evaluating

These steps go hand in hand with ensuring the fulfilment of the main key concepts of HCI.

HCI in Terms of Global Context:

HCI's outspread success mainly includes:

- Internet of things
- Success in helping the differently-abled
- Gaming Sector
- VR technologies



References:

Interaction design beyond Human-Computer Interaction 5th edition

Internet of things:

The ability to use embedded sensors in everyday objects has widely reduced the aspect and need for user-to-user interaction to conduct any action. From cars to geysers to user-operated Television Remotes, IoT has them all.

Differently abled:

The Differently abled have immensely benefited from the colossal success of HCI.

Examples would include Voice Mail/Assistant, Voice-Based Search Engines, AI-based face Detection technologies

Gaming Sector:

The gaming sector has noticed a boom in its appeal ever since the introduction of motion controllers and joysticks, thereby increasing the efficiency and effectiveness of the game and firmly re-establishing the main goals of HCI.

VR Technologies:

Been proposed as the alternative reality, the VR technology. Having a too real to believe comes and leaves the users bewildered by its engaging visuals and abilities, mainly used for entertainment purposes, the VR technologies scope can be broadened into health care and education in the upcoming future. Oculus rift is one prime example.

Conclusion:

Given very few years of the widespread boom of HCI and its innovative ways to help mankind, this is just the tip of the iceberg and yet the maximisation of the full potential of HCI is yet to come expanding into various zones that exist.



Accessibility



Usability



Simplicity

-MUTHURAJ VAIRAMUTHU

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